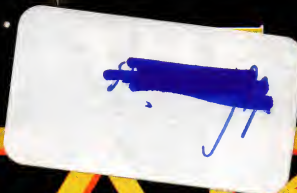
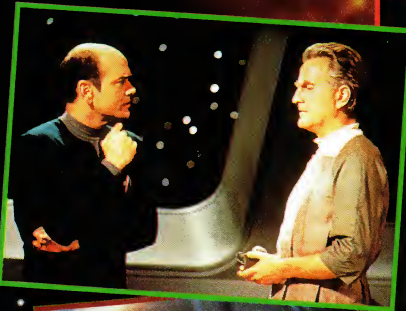




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Klingon Chancellors
 Gorkon, Gowron, and Martok

The Oppressed Kyrians
 The EMH puts the record straight

Jake Sisko and Nog
 Best friends become roommates



Cellular Regeneration Chamber
 Dr. Elias Giger's bizarre immortality unit

Kira and the Bajoran Religion
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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 118



OTHER GROUPS
AND RACES

THE KYRIANS

In the 31st century, the Kyrian race look back on their encounter with the *U.S.S. Voyager NCC-74656* as a time of conflict and strife. The discovery and reactivation of *Voyager's* Emergency Medical Hologram sheds new light on these events, and reignites old tensions.

The Kyrians are a technologically advanced humanoid race who for centuries have believed themselves to be oppressed by their planetary neighbors, the Vaskans. There is, however, only one historical record of this long-standing resentment flaring into outright warfare, the **Great War** of late 2374.

To the casual observer, the Kyrians are almost identical to human beings. The only visible difference is a pair of small antennae, possibly tiny sensory organs, that protrude approximately half an inch from the inner end of each

eyebrow. Their homeworld is a pleasant, temperate, **Class-M** planet.

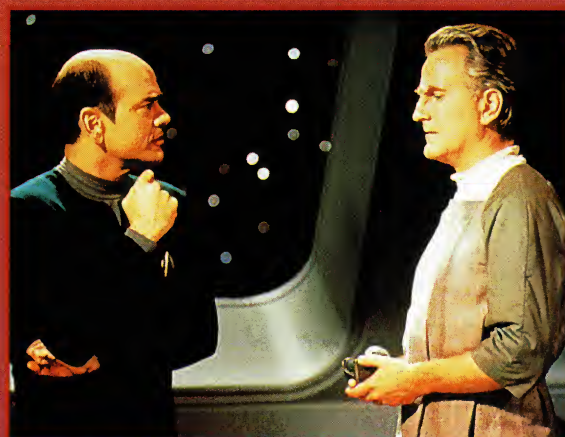
A world divided

The idyllic aspect of this world belies its troubled history. It is also the home of another sentient humanoid race, the Vaskans, and for as long as either species can recall, there has been racial tension, resentment, and accusations of prejudice and atrocity between the two peoples. In the year 2374, these tensions explode into overt warfare, with many casualties on both sides. In the succeeding chaos, the origins of the war become

unclear in the minds of both the Kyrians and the Vaskans. Each side chooses to blame the other for initiating hostilities, and teaches its own skewed history to its children. An uneasy accord is reached after the Great War, but bitterness persists. Several hundred years later, the Kyrians still cast themselves as the oppressed minority.

Looking back

In an attempt to draw attention to this situation, and to rekindle some pride and self-respect in his people, the noted historian **Quarren** founds and becomes curator of the **Museum of Kyrian**



The Doctor is reactivated by the museum's curator, Quarren, and finds himself defending the U.S.S. VOYAGER NCC-74656's role in Kyrian history.

Heritage, a center for historical study and cultural information. Unfortunately, while Quarren's intentions are undoubtedly laudable, his museum's skewed and revisionist interpretation of past events serves only to underline tensions that have been escalating for several years. Quarren is often openly challenged by Vaskan patrons during the early years of the museum's operation, who resent the implicit role of

the Vaskans as instigators of the Great War.

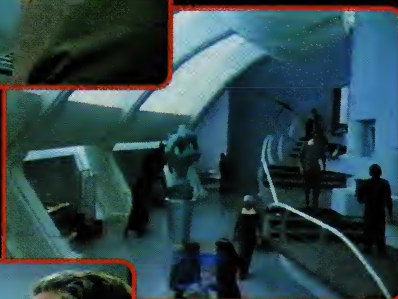
It should be noted that while much of the bitterness and resentment of the Kyrians appears to be unjustified, it does seem that there are inequalities in their society even as late as the latter half of the 31st century. Kyrians, with rare exceptions, are not allowed to live in the central regions of the largest cities, and there is rigid segregation in education, with Kyrians and Vaskans taught at separate academies. Kyrian representatives are present on most authoritative agencies – such as the **Arbiters**, a three-person judicial unit responsible for evaluating historical evidence relating to the Great War – although many people openly dismiss these offices as token

RETELLING HISTORY



Visitors to the Museum of Kyrian Heritage can watch a holographic recreation of the events aboard the U.S.S. VOYAGER NCC-74656.

The museum traces the volatile history of the Kyrian and Vaskan people throughout their social and military development.



The Doctor's attempt to tell the real story of the events of VOYAGER's visit in 2374 provokes an incredulous response from a Kyrian Arbiter.



Designation	The Kyrians
Class	M
Quadrant	Delta
Inhabitants	Humanoid
Homeworld	Unnamed Class-M planet shared by Kyrian and Vaskan populations.
Technology	Highly developed, with transwarp space flight, advanced weapons systems, and sophisticated holographic techniques.
Society	Democratic, with elected officials, although racial tensions mean that true equality of opportunity for all citizens is not initiated until the late 31st century.
Starship log	STAR TREK: VOYAGER 'Living Witness'

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GALAXY FACTS

- ▶ In the Kyrian recreation of the *U.S.S. Voyager NCC-74656*, the ship's crew includes a Kazon ensign.
- ▶ The Kyrians believe that *Voyager* was a warship with a triple-armored hull, 30 torpedo tubes, and 25 phaser banks.
- ▶ Kyrian records state that *Voyager* was trying to reach its homeworld – the planet Mars.

appointments, politically correct gestures, rather than positions of any real authority.

Central to Quarren's Museum of Kyrian Heritage is a selection of artifacts from the *U.S.S. Voyager NCC-74656*, which encountered the Kyrian and Vaskan races in 2374, and was present at the opening of hostilities during the Great War. In addition to the actual exhibits, there is an extensive holographic recreation of *Voyager* itself, which is exhibited daily to patrons of the museum. The dramatic holographic re-enactment of the early days of the Great War is based on revisionist Kyrian historical records. It teaches that the crew of *Voyager* conspired with Vaskan agents to commit atrocities against the Kyrian people, in exchange for knowledge of a cyclical wormhole that

would aid their return to Earth. The *Voyager* crew are portrayed as sadistic thugs, siding with the Vaskans and using **biogenic weapons** to create plagues among the Kyrian people. They are also accused of capturing the Kyrian leader **Tedran**, who is depicted as being slaughtered by **Captain Kathryn Janeway** herself in the mess hall of the '*Warship Voyager*'.

Reality

The real events are, of course, quite different. In late 2374, the crew of *Voyager* are in negotiations with the Vaskan **Ambassador Daleth**, exchanging medical supplies for **dilithium**, when radical Kyrians, led by Tedran, attack the starship. Far from being the selfless, spiritual martyr represented by Kyrian history, Tedran is a ruthless terrorist who kills three members of *Voyager's*

engineering team, and takes two others hostage as he attempts to plunder the ship's technology. Tedran is killed on board *Voyager*, not by Janeway, but by Ambassador Daleth, in a misguided attempt to stop the violence. It is this event that gives rise to the Great War.

In 3074, the Museum of Kyrian Heritage receives a new exhibit, a previously undiscovered *Voyager* artifact, found nine meters below the ruins at **Kesef**. Quarren attempts to determine its function, using authentic tools from the *Voyager* recreation in the hopes of greater compatibility, and is startled when the

Emergency Medical Hologram comes online. The **Doctor** is understandably confused at being awoken 700 years after the first conflict with the Kyrians, but he is no less startled than Quarren, who is both disturbed and exhilarated by the historical opportunity presented by an actual witness to the events at the beginning of the Great War. The pair determine that this Doctor is actually the **EMH Backup Module**, a redundant program intended to provide medical services for the crew in the event that the main EMH program is damaged or destroyed. The EMH Backup Module was apparently one of the technological items looted from *Voyager* by Tedran and his followers.

The Doctor's refutation of accepted Kyrian history throws a spark into the powder keg of Kyrian and Vaskan society. Vaskan mobs destroy the museum, denouncing it as a 'palace of lies,' while Kyrian citizens, outraged at the jolt to their long-cherished beliefs, threaten to start the Great War all over again. The Doctor considers terminating his program –

▶ The Doctor is willing to sacrifice himself when the race war between the Kyrians and the Vaskans erupts once again. It is Quarren who makes him realize that the two peoples must face their past, present, and future problems together.



OTHER GROUPS AND RACES



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 118

THE KYRIANS



▶ The Kyrian and Vaskan homeworld seems idyllic, but racial tension simmers just beneath the surface.

▶ The Doctor comes to be revered as an important figure in Kyrian history.



▶ The Kyrian Museum of Heritage is devastated in the social upheaval that comes about because of the Doctor's monumental historical revelations.

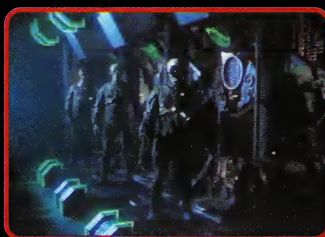
TWISTED HISTORY

Dark Voyager

In the Museum of Kyrian Heritage's 'recreation' of the *U.S.S. Voyager NCC-74656*, familiar faces take on different and disturbing aspects. Captain Janeway is a ruthless monomaniac, the spiritual Chakotay is a hypocritical sadist, Seven of Nine is the leader of a murderous Borg assimilation team under Janeway's command, and the Doctor is an android assassin and mass murderer. The crew are portrayed as hotheads who frequently get into scuffles and violent arguments over trivial matters. The Doctor is understandably appalled at this portrayal of himself and his friends, and protests that "These aren't the people I knew! No one behaved like this! Well ... aside from Mr. Paris."



▶ Captain Kathryn Janeway is portrayed as a cold and calculating commanding officer.



▶ Seven of Nine leads a small collective of Borg drones who follow Janeway's every order.

New beginnings

The Doctor is eventually elected to the prestigious post of **Surgical Chancellor**, a position he holds for many years, before his curiosity as to the ultimate fate of his *Voyager* comrades leads him to take a small craft and set off on a journey to the **Alpha Quadrant**.

By the 33rd century, the events surrounding the Doctor's discovery, Quarren's quest for the truth, and the dawning of the **Age of Harmony**, have themselves become the subject of a holographic display in a rebuilt Museum of Kyrian Heritage.



THE
KLINGON
EMPIRE

The Guide to the STAR TREK Galaxy

FILE 11

CARD 13



THE
KLINGON
EMPIRE

THE ROLE OF THE KLINGON CHANCELLOR

The High Chancellor of the Klingon Empire needs to be part politician, part diplomat, and part warrior in order to keep their people in line. The post has been occupied by a number of brave and cunning operators.

In the world of Klingon politics, where the right to rule is cemented with equal parts political savvy and warrior prowess, there is no higher office to aspire to than the esteemed rank of **High Chancellor**, leader of the **Klingon High Council** and ruler of **Qo'noS** and all its dominions. It is a post plagued by intrigue, power plays, and hidden dangers.

Emperor to Chancellor

The post of Chancellor, and indeed the mechanism of the High Council itself, is not a recent creation of the **Klingon Empire**. In fact, the term 'empire' usually describes a nation state ruled by an emperor, as the Klingon Empire was at the time of its formation, 1500 years ago. The Klingon Empire was founded by the legendary **Kahless the Unforgettable**, and was subsequently ruled for nearly 12 centuries by succeeding emperors, including **Sompek** and **Reclaw**. There was also a period of 10 years when the Empire was ruled by a

democratically elected council. When the ruling emperor died in 2069, however, the High Council that served as the ruler's aides could not select a successor to ascend to the throne. The power of the council was such that it controlled the Empire, and the de facto head of this group became the High Chancellor. Some cultural observers defined this new political state as the **Second Empire**. Among the first Chancellors to take on the rulership of the Klingon people was **Mowiga**, whose reign was noted for a disastrous mission in which a force of **Klingon Warships** were sent into **Breen** space and never seen again.

Rather than being elected from the ranks of the High Council, Chancellors are chosen after the death of their predecessor by a **Rite of Succession**. The first part of this ceremony is the **Sonchi**, which translates as 'he is dead,' in which the previous Chancellor is officially certified as deceased. To do this, the

▶ **Chancellor Gorkon is instrumental in opening peace negotiation with the Federation in 2293, but he is assassinated for his efforts.**

▼ **K'mpec leads the Klingon High Council until the year 2367, when he is poisoned with Veridium Six by Duras.**



deceased is repeatedly stabbed with **painstiks** and abused with verbal insults. Once the facts of death are established, the **Arbiter of Succession**, an individual chosen for their neutrality, selects those members of the council who will challenge each other for the post of Chancellor; the strongest of these fight for the right to take up the role. Most challengers are male



▶ **Kahless the Unforgettable is the first in a long line of emperors. The role is eventually superseded by the position of Chancellor.**



Klingons, although females are welcome to apply for the post.

Difficult task

For the Klingon who ascends to office, the tasks of a Chancellor are manifold and complex. Among these are overseeing the day-to-day running of the Empire, considering the economic and military situations facing the Klingons, as well as ensuring the continued wellbeing of the people. Often, the Chancellor may find him or herself up against the weight of opinion within the rest of

the council, or indeed the entire Empire. For example, after the disastrous explosion that decimates the Klingon moon **Praxis** in 2293, and causes ecological damage to **Qo'noS**, the then current Chancellor, **Gorkon**, proceeds with a rapprochement with the Empire's former enemy, the **United Federation of Planets**. Noted as something of a dove among Klingon hawks, Gorkon's history of advocating a lessening in military spending leads to his offer of peace. Gorkon's moderate views are not

ARMED CONFLICT

Retracting the Khitomer Accords

In late 2372, Chancellor Gowron of the Klingon Empire elects to mount an attack against the **Cardassian Union**, which he believes is under the control of the **Founders**. The attack is opposed by the **Federation**, causing Gowron to expel all **Federation** citizens from the Empire, and recall his ambassadors. He also states that the Empire has withdrawn from the **Khitomer Accords**, ending the peace treaty between the two powers.

▶ **Chancellor Gowron risks war with the Federation by attacking the Cardassian Union in 2372.**



▼ *The role of Chancellor comes with numerous additional duties that must be performed. At Ty'Gokor in 2373, Gowron performs a ceremony to induct warriors into the Order of the Bat'leth.*



The Guide to the STAR TREK Galaxy

FILE 11 CARD 13



THE ROLE OF THE KLINGON CHANCELLOR



◀ *The Klingon High Council convene regularly in the Great Hall. This dramatic and revered structure is located in the First City on the planet Qo'noS.*

shared by many of his subordinates, including his military adviser **General Chang**, and the Chancellor is later murdered by Klingon and Federation co-conspirators who hope to preserve the military balance of terror between the two powers. Gorkon's successor is his daughter **Azetbur**, who overcomes the opposition to her late father's reforms and leads the Empire into the **Khitomer Accords** and peace with the Federation. Despite flying in the face of popular opinion, both Gorkon and Azetbur do what is right for the Klingon people and put aside their own interests.

Iron rule

A Chancellor must also ensure the stability of the Klingon Empire by arbitrating political disputes and internal conflicts. K'mpec is known as the longest-serving Chancellor in the Empire's history, and rules the Klingons with a strong hand and a keen eye for political opportunity. Chancellor K'mpec considers loyalty the most important factor in the running of the Empire, even to the point of covering up

dishonorable acts, such as in 2366, when the duplicity of the **Duras** family is dissembled. K'mpec is succeeded in 2367 by **Gowron**, and the reign of this new Chancellor is marked by something of a return to traditional Klingon warrior values, and also by the recreation of the long-vacant post of emperor, now reduced to quasi-religious standing. The cultural and spiritual strength of the Empire is also a concern for the office of Chancellor, and it falls upon him or her to bestow such honors as induction into the **Order of the Bat'leth**, and presentation of awards such as the **Star of Kahless**.

Highs and lows

During Gowron's Chancellorship, the Empire is both invigorated and injured by his drive to take the Klingon people to war, from an internal conflict to the invasion of Cardassia in 2372, and later the battles of the **Dominion war**. As previously stated, a Chancellor must put the fate of his people before his own concerns, and in 2375, Gowron's self-serving dispensation of warriors is



challenged by **Worf** as abetting Gowron's political position instead of helping end the Dominion war. As is the ritual for such a challenge, Chancellor Gowron and Worf fight to the death with bat'leths for the right to rule the Empire. Worf's victory grants him the office of Chancellor, but he passes the honor to a fellow Klingon who will better serve the Empire; **General Martok**. For Chancellor Martok, this high office comes without warning or request, but as is his

duty, Martok pledges to lead the Klingon Empire to new glory.



GALAXY FACTS

▶ Chancellor Gorkon travels aboard the **Klingon Battle Cruiser Kronos One** when he departs for peace negotiations with the **United Federation of Planets** on Earth in 2293.

▶ Chief of Security **Odo** from station **Deep Space Nine** suspects that Chancellor Gowron has been replaced by a Changeling in 2373. It is later discovered that **General Martok** is the Changeling infiltrator.

▶ Gowron serves as Chancellor of the Empire until he is killed by **Worf** in 2375. He is replaced by **General Martok**.

▶ **Azetbur** succeeds to the role of Chancellor after the death of her father **Gorkon**, and continues the peace talks he began.

REGIONAL POWER

Governors

In addition to the directives issued by the Chancellor, Klingon government often appoints governors to oversee distant outposts or conquered worlds. In 2267, **Kor** is appointed as the military governor of the planet **Organia**, a position which he obviously relishes. Nevertheless, Kor's rule comes to an abrupt end when the **Organians** reveal themselves to be far more advanced than the occupying force. In an alternate future, former **U.S.S. Enterprise NCC-1701-D** officer **Worf** holds the post of Governor of the **H'atoria** colony, a role which he claims is nothing more than a ceremonial position.



▶ **Worf** is given the role of Governor in an alternate future after the **House of Mogh** is ousted from power.



▶ **Kor** is a harsh ruler during his brief occupation of **Organia**. He orders the death of 200 **Organians** every two hours until **Captain Kirk** and **Spock** are turned over to him.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

APPENDIX CARD 1



OTHER GROUPS
AND RACES

OTHER UNIVERSES

The existence of alternate universes has long been debated by the scientific community, but for the crews of some Starfleet starships, this theory has become an accepted — and potentially dangerous — reality.

On the surface, the concept of other universes, of alternate dimensions and realities that exist in parallel to our own, sounds like a rather wild theory. **Starfleet** officers and **Federation** scientists have, however, encountered a number of extradimensional realms that exist alongside our own spacetime continuum, each with its own strange properties, alien inhabitants, and unique nature.

Separate and unique

Theoretical quantum physics postulates the existence of these otherworldly domains as distinct universes walled off from our own by barriers of dimensional stability, never intersecting. The occasional effects of quantum interaction, either natural or engineered, sometimes break down these barriers and allow passage

between them. For example, the effect of ion storm interference on a **transporter** causes a temporary thinning of these barriers between universes in 2267, sending a landing party under the command of **Captain James T. Kirk** to the savage **mirror universe**, while in 2370, **Lt. Worf** travels through a series of realities after passing through a quantum fissure.

Two universes

Frequently, these other universes possess radically different laws of physics to our own, sometimes to extreme and dangerous degrees. In 2267, a scientist named **Lazarus** creates an interdimensional corridor between the prime universe and a neighboring reality comprised of antimatter — a hazardous enterprise, considering that any contact between our matter-based universe and the antimatter domain will result in the total destruction of both realms.

Fortunately, this corridor is sealed by the crew of the **U.S.S. Enterprise NCC-1701**, with the help of **Lazarus's** parallel self from the antimatter universe.

Unique realm

In 2374, the crew of the starship **U.S.S. Voyager NCC-74656** enter a realm vastly different from our own, known as **fluidic space**. Originally discovered by the **Borg** in 2373, fluidic space is quite unlike any other universe yet encountered; rather than being comprised of vacuum, stars, and planets, fluidic space is a liquid medium. Comparable to a vast ocean, the very matter



▲ A scientist named **Lazarus** develops a corridor to an antimatter universe in 2267. His experiment poses a threat to the existence of both universes.



▲ Alternate universes are often distinguished by subtle differences from their prime counterparts, as with the bridge of an alternate **U.S.S. ENTERPRISE**.

◀ In 2370, **Lt. Worf** encounters an alternate dimension where his colleague **Commander Will Riker** is about to lose his life to the **Borg** collective.



◀ The mirror universe is distinctly different from the primary universe. It is a far more brutal place, where the advance of rank is achieved through the murder of senior officers.

OTHER CARDS IN THIS FILE...

50 SPECIES 8472

SEE OTHER FILES...

STAR TREK:

The Original Series.....File 68

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NEXT GENERATIONFile 69

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STAR TREK: VOYAGER....File 71

GALAXY FACTS

- ▶ In 2370, a plasma injector leak propels a **Runabout** carrying Major Kira and Dr. Bashir into the mirror universe as it travels through the Bajoran wormhole.
- ▶ **U.S.S. Voyager NCC-74656** crew member Seven of Nine uses a resonant graviton beam dish to open a quantum singularity into fluidic space in 2374.

of fluidic space is a complex organic solution, and is home to a tripedal race of intelligent, telepathic, and xenophobic beings known only by their Borg designation, **Species 8472**.

Chaos and boxing

Another alien realm encountered by the crew of *Voyager* almost claims the sanity of one of its crew, **Commander Chakotay**, in 2375. This universe, known as **chaotic space**, lives up to its description by stranding the starship in its environs. The very nature of chaotic space means that both it and the beings that live inside it are totally foreign to life forms from outside; *Voyager's* escape from the zone of chaotic space only comes about when the resident beings open communications with Chakotay through the metaphorical dream-state of a boxing match.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 APPENDIX CARD 1

OTHER UNIVERSES



OTHER GROUPS
AND RACES

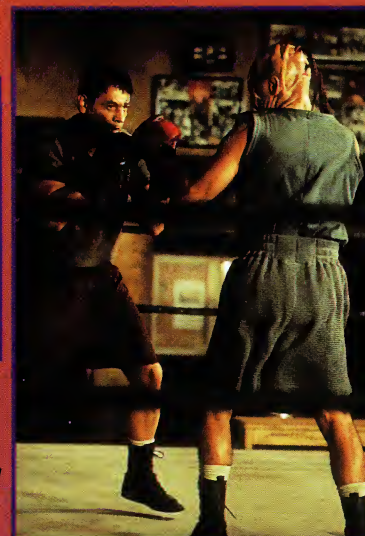
▶ **Chakotay's boxing ring encounter with the alien life forms who inhabit chaotic space allows the U.S.S. VOYAGER NCC-74656 to plot a course to safety, out of the area where our universe and chaotic space interact.**



▶ **The Caretaker exists primarily in a subspace realm referred to as Exosia by Suspiria's Ocampan colony.**



▶ **Suspiria, the Caretaker's mate, also travels to the Exosia realm. She is often accompanied by some of her Ocampan followers.**



Yet another example of a radical change in a given universe's physical laws is the home of the noncorporeal beings known as the **Prophets**, or wormhole aliens, who exist in some fashion within the wormhole to the **Gamma Quadrant** in the **Bajor system**. These beings, first encountered by Starfleet officers **Commander Benjamin Sisko** and **Lt. Jadzia Dax** in 2369, dwell in a realm where the flow of time as we understand it does not apply. In this universe of non-linear continuity, cause may not precede effect and events are viewed as a whole rather than a discrete series of occurrences. The exact nature of the Prophets and their home environment is unknown, although their unique properties seem to grant them the ability to move to any point in time as simply as we might

move around a room. 23rd century scientists have developed theories that deduce and prove the existence of **subspace** domains, literally defined as "planes of reality that exist below the space of our universe." Some species, such as the Borg, use subspace as a means of energy generation by tapping into the differential between levels of subspace, while others exist completely within its province.

The **solanagen**-based entities encountered by members of the crew of the **U.S.S. Enterprise NCC-1701-D** in 2369 are such a species. Their molecular structure is such that they cannot exist outside of subspace, but an accidental discharge of energies aboard the *Enterprise* allows them to penetrate our universe briefly and abduct several

Starfleet crew members. Other subspace-dwelling beings include the **sporocystian Nacene**, a race of noncorporeal life forms that exist partially in our universe, as well as in a subspace realm known as **Exosia**. This other universe is described as a place of pure thought, pure energy, a place of the mind. Two members of the Nacene species are encountered by the crew of the *Voyager* during their journey across the **Delta Quadrant**.

Shifts into noncorporeal realms of subspace have also occurred on larger scales elsewhere, such as on the planet **Meridian** in the **Trialus system** of the Gamma Quadrant. On this world, a subspace phenomenon – linked to the generation of quantum

cascade reactions in the core of the Trialus star-triggers regular interdimensional shifts that converts the corporeal humanoid inhabitants into an ethereal energy-based state every 60 years. In 2371, the crew of the **U.S.S. Defiant NX-74205** work with the Meridian locals in an attempt to stabilize the stellar reactions, but they are unable to hold off the shift completely.

One of many

Quantum theory imagines that our universe is merely a single thread in an endless tapestry of dimensions. Perhaps in the far future, these strange new universes will be the next frontier and the next substantial challenge for Starfleet explorers.

METHODS OF TRAVEL

Between universes

A mode of transport, or at the very least a unique set of circumstances, are usually required to allow interdimensional travel. In 2267, **Lazarus** employs a small one-man craft to open an interdimensional corridor. Later that year, a severe ion storm during beam-up displaces Captain Kirk and his landing party to the mirror universe. In 2374, the **U.S.S. Voyager NCC-74656** enters fluidic space after its deflector dish is used to create a quantum singularity.



▶ **Lazarus's one-man ship acts as a gateway between this universe and an antimatter one.**

▶ **Fluidic space is accessed by opening a quantum singularity – an interdimensional rift to the realm of Species 8472.**



▶ **The solanagen life forms that infiltrate the U.S.S. ENTERPRISE NCC-1701-D in 2369 make use of portals to access this universe.**



▶ **The population of the Gamma Quadrant planet Meridian spend much of their lives in a state of noncorporeal existence.**



FILE 40 OTHER STARSHIPS

Corvallen Freighter

The *Corvallen Freighter* is a versatile ship that provides its owners with an economical and reliable method of transporting cargo across space.

The design and construction of spacecraft is an expensive and time-consuming enterprise, so many races opt to use tried and tested vessels rather than develop their own ships. One such design is that of a simple freighter adapted for use by many races, including the **Straleb** for security purposes, and the **Corvallens** for shipping and freight. The Corvallens are renowned throughout the **Alpha Quadrant** as mercenaries; they utilize such freighter vessels widely, on a variety of missions, despite the fact that the design is virtually obsolete by 2369.

Operated by independently commissioned captains and crew, the *Corvallen Freighter's* usual crew complement is around 18 people. The control area of the vessel includes a station from which the captain can communicate with other vessels via a viewscreen possessing audio capability, allowing for the exchange of information between the captain and a potential client. The interior of the vessel is bathed in a red light, which may be the normal operating conditions for Corvallens, or an indication of a state of alert when approaching another vessel. During conversation with other captains, very little detail of the bridge is revealed, with the majority of the image broadcast to other vessels dominated by the figure of the captain, who addresses their employees directly.

Old technology

Corvallen technology may be relatively simple, but their computer systems are capable of communicating with a wide variety of other races' systems, including **Romulan** computer interfaces. The captain has the capacity to transmit accurate coordinates of the vessel, and can specify an exact location into which various cargoes are to be transported. The total capacity of the *Corvallen Freighter* is unclear, although it can easily accommodate a series of standard cargo boxes of Romulan design within its hold.

The *Corvallen Freighter* has a very simple design. It consists of a single main rectangular hull, connected to a delta-shaped nose section, and is an example of basic functionality. Constructed out of a light tan-colored alloy, the main hull has a series of impulse exhaust ports at its stern; there is no evidence of **warp nacelles** or more powerful drive systems. The ships therefore have a very limited speed and range, capable of covering around 15 light years in a day; for this reason they are only used by lesser Alpha Quadrant races for whom the obsolete engineering is acceptable.

The underside of the freighter's main hull

consists of three interconnected sections, which have a varying number of hatches that may be used for the loading and unloading of goods to the vessel's holding areas. Connected to the port and starboard sides of the ship are two short, thick, angled pylons which have a series of shaped cutaway sections set into the flat exterior flanks. The control area of the vessel is situated within the bow section, which consists of a series of different levels constructed out of shaped hull plating to form a curved leading edge that comes to a point.

Defenseless

Unlike the adaptations made by the Straleb security forces, the Corvallen version of the ship does not appear to have any kind of offensive capability, and has little or no effective shielding. A rendezvous with the **Romulan Warbird Khazara** in the **Kaleb sector** in 2369 clearly illustrates the huge difference in technology, as the far smaller Corvallen vessel is completely destroyed by a single **disruptor** blast, killing all of its crew.

The Corvallens do not usually question their clients too closely when it comes to the transportation of goods. Their position allows them free passage within **Federation** space, enabling them to undertake covert operations, such as the one set in motion by **Ambassador Spock** to secure the escape of Romulan dissidents who support reunification between **Romulus** and **Vulcan**. In this instance, the *Corvallen Freighter* is contracted to rendezvous with the **Khazara**, transfer cargo from this vessel to its hold, and then proceed to **Starfleet Headquarters**.

Counselor Deanna Troi of the **U.S.S. Enterprise NCC-1701-D** becomes directly involved in Spock's plan against her will. She finds herself cast in the role of a **Tal Shiar** agent, working with dissident sympathizer **Subcommander N'Vek** in an attempt to protect **Vice-proconsul M'Ret** and his two aides from persecution on Romulus. Troi's mistrust of the Corvallen race ultimately proves to be well founded, after she reveals that the captain's assurances concerning the safety of the Romulans are nothing but a pack of lies. The ultimate motivation of the Corvallen captain may be unclear, but Troi feels that N'Vek's destruction of the freighter and its entire crew complement is immoral, despite the subcommander's belief that the importance of their work entirely justifies his actions. Whatever the reasons, the *Corvallen Freighter* proves no match for a **Romulan Warbird** at close range.



▲ The **CORVALLEN FREIGHTER** is a basic vessel designed for the sole purpose of transporting cargo.



▲ The **Corvallens** are a spacefaring race, albeit one with only a very limited technology at their disposal.



▲ **Deanna Troi** must rendezvous with a **CORVALLEN FREIGHTER** in order to save three defecting Romulans.



▲ **Troi's empathic abilities** allow her to sense that the **Corvallen** captain has no intention of helping the Romulans.

Corvallen Freighter

The *Corvallen Freighter* can be adapted for use by a variety of species, although by 24th century standards it is an outdated vessel which is vulnerable to attack.

The functional, boxy exterior of the CORVALLEN FREIGHTER allows the interior to carry a large amount of cargo.

Stubby pylons are positioned on either side of the vessel's hull.

The bridge is located in the rounded forward section of the vessel.

▲ CORVALLEN FREIGHTERS react defensively when fired upon by enemy ships.

▲ Just one disruptor shot can completely destroy a CORVALLEN FREIGHTER.



The aft section of the vessel features an array of impulse exhausts ports.

The CORVALLEN FREIGHTER is constructed out of a tan-colored alloy. This material does not provide the ship with any additional protection beyond that needed to survive the rigors of space travel.

DORSAL VIEW

The hull of the CORVALLEN FREIGHTER is covered in intricate surface detailing.

CORVALLEN FREIGHTER

First recorded: 2369

Type:

Freighter

Remarks:

Corvallen Freighters are relatively antiquated vessels, used primarily to transport cargo.

FILE 47 BAJORAN PERSONNEL

Kira Nerys and the Bajoran Religion

The Bajoran people's faith forms an important aspect of their everyday lives, and for Kira Nerys it provides a source of strength during troubled times.

The life led by Kira Nerys has not been an easy one. Her childhood began in the ruins of a Bajor oppressed by the Cardassian occupation, in the squalid Singha refugee camp. She was made to watch as her mother was dragged away by Cardassian troops, then forced to live side-by-side with other ragged, starving children as the alien invaders held sway over her world. Like many of her people, Kira did not buckle under the terrible weight of her ordeal. She took matters into her own hands, and at the age of 12 began a career as a freedom fighter with the goal of liberating her world and her people.

Certainly, Kira Nerys is an example of a steadfast, determined woman, but she would be the first to admit that much of her strength is drawn from her dedication to her religious beliefs. Kira's worship of the Prophets, Bajor's spiritual deities, has long

been a source of stability in her troubled, turbulent life. In the aftermath of the Cardassian withdrawal from Bajor, Kira is promoted into the Bajoran Militia and assigned as first officer of space station *Deep Space Nine*, but just as she did not allow her soldiering in the resistance to distract her from her faith, she still maintains her conviction by frequent visits to the Bajoran Shrine on *Deep Space Nine*'s Promenade.

Faith and duty

Clearly, Kira's religion is just as important to her as her belief in freedom, justice, and duty – she cherishes them all with the same intensity. In 2371, Major Kira is elected to take on the role of **Presidor** in an important religious holiday, the **Gratitude Festival** (also known as the **Peldor Festival**), a task she tackles with pride and vigor. Kira's job as Presidor is to organize the arrangements for the event, before performing the official opening ceremony in

PROFILE ON KIRA'S FAITH

2346: Kira Nerys watches as her mother is taken to be a comfort woman on station Terok Nor.

2369: Assigned to station *Deep Space Nine* as first officer.

2370: Kira has her first Orb experience at the invitation of Vedek Bareil.

2371: Accepts the role of Presidor at the Gratitude Festival celebrations.

2375: Forced to confront the growing influence of Dukal, Winn, and the Pah-wraiths, in addition to fighting Dominion forces.



Kira Nerys's faith in the healing powers of the Bajoran Prophets never wavers throughout the Cardassian occupation or the Dominion war.

keeping with over 2000 years of history. At the commencement, she is called upon to reenact a ritual whereby she lights a

brazier into which the festival attendees throw **Renewal Scrolls**, on which are written their problems, so that they can be

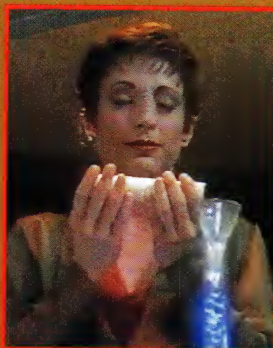
symbolically burnt away in the flames. Kira's pleasure at being given such an important job is evident in the cheerful gusto she exhibits in her performance.

Religious encounters

Kira's connection to her religion is often manifested in other parts of her life, sometimes in a manner that she finds difficult to deal with. Most other Bajorans may only encounter figures from their church on an infrequent basis, but Kira's posting means that she often deals with monks, **prylars**, **vedeks**, and even the **kai**, the leading figure in the Bajoran religion.

Perhaps her most difficult relationship – at least at first – is with her **Starfleet** commanding officer, **Benjamin Sisko**. In their initial meeting, Kira is adamant that Starfleet, and by association Commander Sisko, have no business

IMPORTANT ROLE



★ Center of attention
Kira takes the role of Presidor at the Gratitude Festival celebrations aboard *DEEP SPACE NINE* in 2371.

★ Celebrations

Kira's pride at opening the celebrations is evident in her performance.



★ For Bajor

Major Kira has little hesitation in telling Benjamin Sisko how she feels about the future of Bajor.



★ Farewell

A young Kira sees her mother taken by the Cardassians.

★ Sorrow

Kira's father watches as Meru is taken.



Hira Nerys and the Bajoran Religion



"Our religion is the only thing that holds my people together."

— Major Hira Nerys to Captain Sisko

★ Serving with an Icon

Kira takes pleasure in seeing Sisko fulfill his role as Emissary to the Bajoran people.

★ Guidance

Kira's faith guides her through many difficult times in both her personal and professional life.

being involved in Bajor's affairs. Kira is later forced to reevaluate her estimate of Sisko, when he uncovers the wormhole that the Bajorans know as the **Celestial Temple**, the home of the ethereal **Prophets**. Sisko's discovery fulfills a prophecy that grants him the title of

Emissary of the Prophets,

and suddenly Kira finds herself working with one of the most important and revered figures on Bajor. As she later remarks to Sisko, "It's hard to work for someone who is a religious icon," but gradually Kira



comes to know her commander as a trusted friend as well as the living conduit between her people and their gods.

Personality clash

Perhaps Kira's most problematic relationship with the church comes in her frequent conflicts of belief with **Winn Adami**, a vedek who successfully takes the office of kai in 2370. Kai Winn masks her desire for power and control behind the facade of religious piety, but Major Kira is unconvinced by her duplicity, and the two women remain suspicious of one another. Despite Winn's self-serving manner in high office, Kira never falters in her beliefs, even though she knows that the new kai is interested only in her own gain, and works for the will of the Prophets only if it is in her interest as well. Kira remains true to her faith, challenging Kai Winn at every meeting.

Throughout the war with the **Dominion**, Kira constantly finds herself, and her faith, tested by the events that unfold around her. In late 2374 her close friend **Jadzia Dax** is murdered by a **Pah-wraith** possessed **Gul Dukat** as she

★ Faith and Devotion

Kira refuses to abandon her faith in the Prophets when she is abducted to **EMPOK NOR**.

★ After vision

Kira is present after Kai Winn experiences a vision she believes to be from the Bajoran Prophets.

worships at the altar of *Deep Space Nine's* Bajoran Shrine.

A further test of Kira's faith in the Prophets comes in 2375, when she is kidnapped and taken to space station **Empok Nor** by Gul Dukat. The deranged Cardassian has created a cult of Pah-wraith worshippers, devoted to the Prophets' sinister counterparts. A dedicated monk and long-time friend of Kira's family reveals his allegiance to the Pah-wraiths, and attempts to win her over to their theology. Kira's response is strong, driven partly by her hatred of Dukat and partly by her unflinching faith in the Prophets. She decries Dukat's thinly veiled lies and pretension to saviorhood, finally shattering his hold over his devotees and saving them from a suicide pact.

Pah-wraith influence

Later that same year, Kira is on hand when Kai Winn receives a vision which she mistakenly believes is from the Prophets, but is in actuality from the Pah-wraiths. As the Dominion war nears its end and Winn allies herself with Dukat, Kira Nerys's faith proves itself to be as strong as ever.

LOVE AND DEATH

Turning to faith

Kira's closeness to her beliefs also works to bring her together on an intimate level with Vedek Bareil Antos, a charismatic priest. Charmed by his attractive wit and manner, Kira soon falls for Bareil and the two become lovers. Their relationship is strong, brought together by the will of the Prophets; he even encourages her to consult the Orb of Prophecy and Change in 2370. Tragedy strikes in 2371, when Bareil dies of injuries sustained in an explosion, and Kira once more draws strength from the Prophets to weather this great loss.



▲ Orb experience

Kira's Orb experience occurs when she is staying at Vedek Bareil's monastery on the surface of Bajor.

▲ Passing away

Kira is devastated by the death of Vedek Bareil, but her faith provides her with a great degree of comfort.



FILE 58 OTHER CHARACTERS AND LIFE FORMS

Spot

Spot is an ill-tempered ginger cat who lives with her master, Lt. Commander Data, on the *U.S.S. Enterprise NCC-1701-D*. She may provide the android officer with company and affection, but her uncontrollable behavior often infuriates other members of the senior crew.

Launched in 2363, the *U.S.S. Enterprise NCC-1701-D* serves as the Federation's flagship vessel until the moment of its destruction in 2371. The *Galaxy*-class ship's greater size and space gives its many *Starfleet* officers the rare chance to share their long-term mission of exploration with partners, children, and family pets.

Many races still keep domestic animals in the 24th century, and the bond between pet and owner is as strong as ever. No doubt those *Enterprise* crew members without families particularly welcome the companionship that only another living creature can provide, and the common domestic cat, or *Felis domesticus*, has shown itself to be well suited to the spacefaring life.

By 2370, there at least 12 male cats on the *Enterprise*, as well as **Spot**, the female

cat belonging to **Lt. Commander Data**. The android is well known for his desire to become a 'real' human being, and keeping a domestic animal advances his understanding of different human rituals. Spot teaches Data valuable lessons about friendship, responsibility, even fatherhood, and in turn Data proves to be a conscientious and caring master.

A true and valued friend

Data takes an almost zoological interest in Spot, lavishing a great deal of time and attention on the pampered puss. He programs the food replicator with over 200 feline supplements, and composes at least one stupefying ode dedicated to her. Looking for clues about cat dreams, Data closely scrutinizes his sleeping pet, and, over time, learns to respect her diffident personality.

ANDROID'S BEST FRIEND

★ Eating and sleeping

Spot asks for little – just a varied diet, a warm corner to nap in, and a ball of string to play with. In return she proves to be a loyal and loving companion.



★ Furry friend

Spot shows her master, Lt. Commander Data, a great deal of affection, particularly at mealtimes.



★ Easy life

Spot spends her days relaxing in Data's quarters, enjoying the attentions of her master.

PROFILE ON SPOT

NAME: Spot

LIFE FORM: *Felis domesticus*

NOTABLE FEATURES: Ginger fur and a bad attitude.

OCCUPATION: Lt. Commander Data's pet cat.

FRIENDS AND FAMILY: In addition to her owner, Data, Spot's immediate family consists of five kittens. She gets on well with Lt. Reginald Barclay.

FIRST SEEN: 'Data's Day' [TNG]

▶ *Lt. Commander Data and Spot's relationship has survived genetic regression, emotional turmoil, and the crash of the U.S.S. ENTERPRISE NCC-1701-D.*



In 2367, Data's inability to experience emotion causes his relationship with **Lt. Jenna D'Sora** to break down, but this lack of genuine feeling never seems to bother Spot. At the conclusion of her master's ill-fated romance,

for example, she responds to his unknowing loneliness with a loud meow and an affectionate nuzzle.

When Data makes use of **Dr. Noonien Soong's** emotion chip in 2371, the discovery of a bedraggled Spot amidst the wreckage of the *Enterprise's* **saucer section** prompts his first tears of joy. Spot seems equally pleased to see Data again, and **Counselor Deanna Troi** notes with approval the depth of friendship between animal and android.

Spot, like cats throughout

the ages, is essentially a capricious creature. She chooses her friends carefully, comes and goes as she pleases, and rarely accepts human discipline. The strongest criticism that Data ever offers about his furry companion is that she occasionally jumps on his computer console while he is working, but the creature's hostility toward other members of the crew has been known to inspire a strong reciprocal loathing.

In 2369, **Commander William Riker** agrees to look after Spot while Data attends a three-day



OTHER CARDS IN THIS FILE...

12 MARTA: ORION ANIMAL WOMAN

SEE OTHER FILES...

OTHER GROUPS & RACES...File 18
STAR TREK: THE NEXT GENERATION...File 69
STAR TREK: GENERATIONS...File 78

Spot

"Spot does not respond to verbal commands." — Data

★ Fellow feline

Deanna Troi suggests that Barclay's cat Neelix should get together with Spot.



★ Having kittens

Spot becomes a mother, giving birth to five kittens in 2370.

conference. The animal takes an instant dislike to the *Enterprise's* first officer, and gives him a deep cut on his forehead for his troubles. A seething Riker later remarks that "I was putting down a bowl of food, and the next thing I know there's a hissing ball of fur coming at my face. I hate cats!"

Dr. Beverly Crusher heals the commander's battle scars and offers to take on the "honor" of feeding Data's pet, confident that she knows the right way of handling the furball of fury. Beverly shares none of Riker's misgivings about the animal. She affectionately calls Spot "my smallest patient" when the cat becomes pregnant by an unknown father, in 2370, and makes sure the expectant mother receives the finest pre-natal treatment available.

Brief adoption

In the same year, Geordi La Forge temporarily 'borrows' Spot, so that he can experience the full range of feline behavior before deciding to keep a cat of his own. During the brief time that the animal spends in the chief engineer's quarters, she coughs up hairballs, breaks a vase and teapot, and ruins a chair by using it as a scratching post. When an exasperated La Forge learns that Spot never responds to her real

★ Genetic regression

Spot genetically devolves into an iguana in 2370.



★ Uneasy friendship

La Forge dislikes Spot, but maintains a healthy respect for her.

sustaining any cuts or bruises.

Lt. Reginald Barclay enjoys a far happier relationship with the animal. Her owner even believes that the shy, cat-loving engineer is the only other member of the crew that Spot actually likes, rather than merely tolerates. When Data is called away on a mission with Captain Jean-Luc Picard in 2370, Barclay agrees to supervise the final stages of Spot's pregnancy, and helps the animal select a suitable place where she can deliver her babies. Upon returning to the *Enterprise*, Data and Picard are horrified to find that a virus picked up by the hapless Barclay has genetically devolved the entire crew. Spot reverts to a large iguana while giving birth to her unaffected kittens, a fact that ultimately helps Data to find a cure for Barclay's Protomorphosis Syndrome.

Spot follows her master onto the *U.S.S. Enterprise NCC-1701-E* in 2372, although Barclay eventually transfers off the ship. In 2374, he joins the Pathfinder Project, a concerted Starfleet effort to make contact with the *U.S.S. Voyager NCC-74656*, stranded in the Delta Quadrant. Two years later, Deanna Troi visits Barclay, and notices that



★ Survivor

Spot survives the crash of the *U.S.S. ENTERPRISE NCC-1701-D*.

her friend now keeps a beautiful white cat named Neelix in honor of *Voyager's* chef. The counselor even suggests that Neelix should be introduced to Spot.

Spot of bother

Spot may not always play a vital part in the smooth running of a Federation starship, but her very presence on the *Enterprise* has become a talismanic part of the ship's lore. In 2369, Data's positronic brain interfaces with the *Enterprise's* computers, and a temporary power surge causes the android's personal files to appear in various subsystems. Commander Riker finds himself reading 'Ode to Spot' on a PADD, rather than lines from Beverly's play 'Something for Breakfast', and the replicators on Decks 4 through 9 start dispensing nothing but cat food. The crew have learned to live with these occasional intrusions of Spot into their daily lives, and no doubt the cat will continue to enjoy living more of her nine lives aboard the luxurious new *Enterprise*, a magnificent home, fit for even the most fastidious and unpredictably temperamental kitty.

ODE TO SPOT

Poetic tribute

Data prefaces a reading of his poem 'Ode to Spot' with the observation that poets throughout the ages have composed odes to the individuals who have had a profound effect on their lives. His 16-line tribute to Spot, written in iambic septameter mode, certainly follows this tradition:

"Felis catus is your taxonomic nomenclature
An endothermic quadruped, carnivorous by nature
Your visual, olfactory, and auditory senses
Contribute to your hunting skill and natural defenses.
I find myself intrigued by your sub-vocal oscillations
A singular development of a cat communication
That obviates your basic hedonistic predilection
For a rhythmic stroking of your fur to demonstrate affection.
A tail is quite essential for your acrobatic talents
You would not be so agile if you lacked its counterbalance
And when not being utilized to aid in locomotion
It often serves to illustrate the state of your emotions.
Oh Spot, the complex level of behavior you display
Connotes a fairly well-developed cognitive array
And though you are not sentient, Spot, and do not comprehend
I nonetheless consider you a true and valued friend."



▲ Public performance

Data premieres 'Ode to Spot' to his fellow officers aboard the *U.S.S. ENTERPRISE* in 2369.



◀ Tribute

Data's poem 'Ode to Spot' is not rapturously received by his fellow *U.S.S. ENTERPRISE* colleagues.

Jake Sisko and Nog: Roommates

Ferengi and humans have never been the most compatible races, so the firm friendship that develops between **Jake Sisko** and **Nog** is all the more unexpected. Their relationship enters a new phase when the pair share quarters in 2373.

The young **Ferengi Nog** first meets **Jake Sisko**, son of **Deep Space Nine's** **Commander Benjamin Sisko**, in 2369. At first glance, the sensitive human boy and the conniving nephew of barkeep **Quark** appear to have little in common, but the fact that they are the only two teenagers living aboard the newly liberated station serves to bring them together.

Friends together

In just a short time – and much to the consternation of the elder Sisko – the two become firm friends. They find it more fun to simply hang out together on the **Promenade** than attend something as worthy as the **Bajoran Gratitude Festival**. They play practical jokes, talk about the girls they are both equally awkward around, and even take a trip to the **Gamma Quadrant** for a school science project in 2370.

At the same time, the pair influence each other. Specifically, Nog's Ferengi philosophy leads them to

form the **Noh-Jay Consortium** in late 2369, as the two boys try their hands at turning a profit. In a wider sense, the lively Ferengi helps to bring Jake out of himself following his mother's death two years earlier. For his part, Jake secretly tutors Nog when his father, **Rom**, forbids him from attending school for a time, and he also teaches the Ferengi a little of human values. It is very probably Jake's influence that indirectly inspires Nog to apply for **Starfleet Academy** three years into their friendship – an ironic turn of events, given that Jake himself decides not to follow in his father's footsteps.

Independence

Jake misses his friend, and it seems only natural that when Nog returns to **Deep Space Nine** on his sophomore year cadet field training assignment they share a room, in **Section M** of the **Habitat Ring**.

Jake believes it will be brilliant without anyone to tell them what to do, while Nog feels that having his

own space will be paradise after living in cadet barracks. In the end, living on top of each other tests the mettle of the friendship, and almost destroys it.

Nog returns from **Starfleet Academy** more disciplined and dedicated. He confides to Captain Sisko that he will set a good example and keep Jake out

PROFILE ON ROOMMATES

2369: Jake and Nog meet for the first time aboard **Deep Space Nine**.

2373: Nog returns from **Starfleet Academy** and the two friends decide to move into quarters together.

2374: Jake remains on the station when the **Dominion** lays claim to it.

2375: Nog loses a leg in conflict and finds it extremely difficult to adapt to everyday life when he returns to **Deep Space Nine**.

FIRST SEEN AS ROOMMATES: 'The Ascent' [DS9]



▲ Jake and Nog's friendship has grown deeper since they first met in 2369, and is sure to continue as they pursue their respective careers, Jake as a writer and Nog as a **Starfleet** officer.

★ Stern talk

Nog heartily disapproves of Jake Sisko's undisciplined lifestyle when the two friends decide to share quarters together in 2373.



★ Mess

Jake manages to accumulate a great amount of mess throughout the quarters he shares with Nog in the space of just nine hours.



★ Motivation

Nog's **Starfleet** training has left him keen to exercise and be presentable at all times, a trait Jake is reluctant to share.



★ Working together

Jake and Nog's first trip to the **Gamma Quadrant** attracts the attention of the **Dominion**.



★ **Business partners**
The **Noh-Jay consortium** acquires 100 gross of self-sealing stem bolts.

FIRM FRIENDS



Jake Sisko and Nog: Roommates



"A man's got to live. And sometimes living is messy." — Jake Sisko to Nog

★ Fear and fighting

Nog is scarred – both physically and mentally – by his experiences on AR-558.



of trouble, but the military order and routine instilled in him at the academy clashes violently with Jake's preoccupation with **dom-jot** and **holosuits**. Nog even commits the ultimate sin: correcting a story written by Jake for spelling and grammar. When the Ferengi comes home to find his flatmate at the epicenter of a complete mess, it – together with a dubious comment about his Starfleet 'pajamas' – is almost the last straw.

Compromise

Jake and Nog nevertheless come to accept each other's foibles with a little prompting from their respective fathers, and again they each give something to the other, be it some self discipline or the ability to relax a little. This does not, however, stop Nog being utterly dismayed by the mess generated when Jake is left to his own devices in their quarters during the Dominion occupation of Deep Space Nine in early 2374.

Despite seeing each other every evening, the friends sometimes share dinner with Captain Sisko, as each is introduced to culinary delights from the other's culture – calamari in Nog's case, **puréed tube grubs** for Jake. They attend parties, such as **Jadzia Dax's** pre-wedding event, together, and maintain a flippant but close friendship, in which they talk easily about any problems they may be having. Even so, women remain something of a sore point between

them, beyond the fundamental difference in the way that Ferengi and humans view females. Nog sometimes returns home unexpectedly when Jake is entertaining a female friend, but in the heat of the moment they have to agree that Jake never gets past first base, while the Ferengi has not been out on a date since he left for Starfleet Academy.

As the war with the Dominion darkens the **Alpha Quadrant**, Jake and Nog's friendship suffers two serious blows. In late 2374, the pair's **Runabout** is attacked en route to **Ferenginar**, and they are rescued by the **U.S.S. Valiant NCC-74210**. In awe of the **Red Squad** cadets crewing the ship,



★ Hard at play

Nog is disgusted to find Jake playing computerized dom-jot instead of writing and tells him so in no uncertain terms.

Nog tows the party line of young **Captain Tim Watters** and is swiftly appointed the starship's chief engineer. In contrast, Jake looks at the situation as a skeptical outsider.

Friends in conflict

The friends are forced into opposite corners, and Nog takes the side of the crew. The Ferengi insists Jake does not understand the situation, or honor or valor, because he has never worn a Starfleet uniform. In return his friend tells him: "I don't even know who you are anymore." Even in the heat of the moment, this obviously troubles Nog. The *Valiant* is sadly lost due to Watters's recklessness, and Nog comes to regret his actions. In the somber aftermath, his relationship with Jake is repaired.

More serious still is the falling out between the two after Nog has his leg amputated during the siege

★ Long road to recovery

Much of Nog's recovery takes place in Vic Fontaine's holosuite. However, his surly attitude causes conflict with Jake.

of the **AR-558** outpost. Jake wants to be there for his friend all he can, but their rapport is based on respect as well. He does not pity his friend, and does not hesitate to tell him when he is being unreasonable, be it playing music loudly in the middle of the night, or being rude to someone because he is consumed with his own problems. That someone is Jake's new girlfriend, **Kesha**, and when he intervenes Nog surprises his longtime friend with a punch full in the face.

Jake, being the friend he is, simply looks for reasons to explain this behavior rather than condemning Nog. The very fact that the pair weather this incident and continue to be close is proof of the strength of the bond between them – an unlikely friendship that is destined to last long into their adult lives and have an influence that will last even longer.

WHEELING AND DEALING

Card tricks

In late 2373, Jake becomes determined to obtain a rare baseball card to lift his father's spirits. He begs and cajoles Nog for the latinum he needs, finally resorting to outright blackmail to get it. Unfortunately, a Dr. Elias Giger outbids them for the lot containing the card and will only part with it in return for a long list of equipment, which the young men strive to obtain for him. Proving that he is an unusual Ferengi, Nog helps Jake for no other reason than the fact that they are friends. He even goes along with the story that they were drunk when they have to somehow explain their activities without giving the game away to a furious Captain Sisko, who gives the pair a scolding rebuke. The moment when the two friends finally present the captain with the card more than makes up for it.

▶ Friends at odds

Jake is insistent that the rare Willie Mays baseball card will be the perfect present to improve his father's mood; Nog is rather more skeptical.



◀ Bidding

Jake and Nog attend the auction of the baseball card at Quark's bar, although the young Ferengi had earlier been less than enthusiastic about funding the bid with his own latinum.

Cellular Regeneration and Entertainment Chamber

The quest for immortality has occupied the minds of scientists throughout time. In 2373, unconventional inventor **Dr. Elias Giger** appears to come closer than most of his peers with the culmination of his life's work — the cellular regeneration and entertainment chamber.

The cellular regeneration and entertainment chamber works by transmitting uplifting and entertaining messages to all the cells in a humanoid body.



The **United Federation of Planets** supports many civilian scientists and their experiments, often supplying materials, staff and facilities to increase their chances of success. Those scientists whose work and theories are not commonly accepted by the scientific community often struggle to find support for their work, and, as in the case of **Dr. Elias Giger**, may be forced to move continually around the **Alpha Quadrant** in order to find places where they can pursue their experiments.

Trading pieces

Dr. Giger surreptitiously moves his equipment to the **Federation** station **Deep Space Nine** on or around **Stardate 50929**, where his unusual trade with **Ensign Nog** and **Jake Sisko** secures additional equipment in the pursuit of perfecting a device he has been developing for the past 15 years.



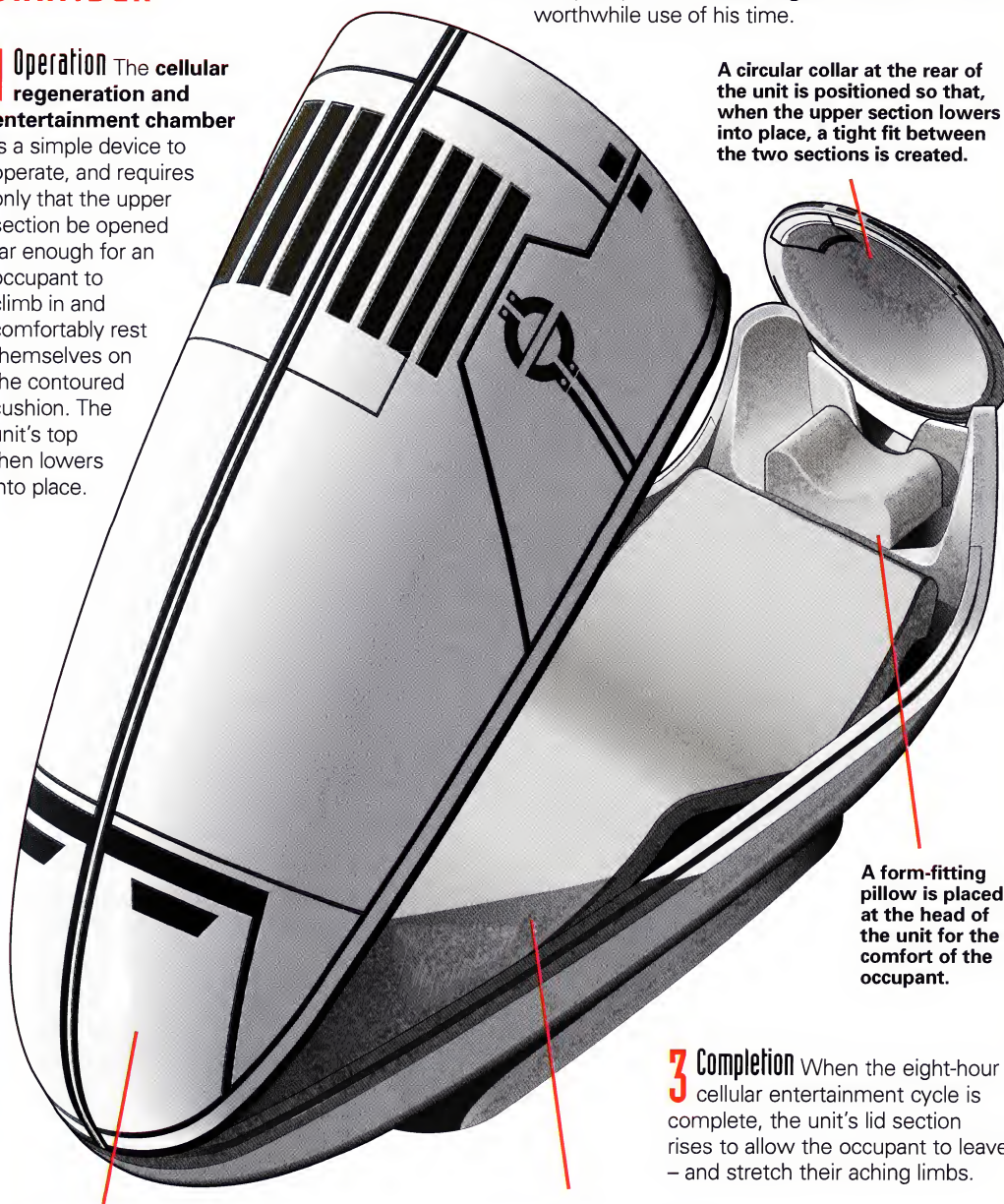
Dr. Elias Giger is a rather withdrawn human male. He believes that death occurs as a result of cellular boredom, and has spent 15 years creating a device that will prolong lifespans.

CELLULAR REGENERATION AND ENTERTAINMENT CHAMBER

1 Operation The cellular regeneration and entertainment chamber is a simple device to operate, and requires only that the upper section be opened far enough for an occupant to climb in and comfortably rest themselves on the contoured cushion. The unit's top then lowers into place.

2 Time to spare Once inside, and with the unit activated, there is little that the occupant can do except lie back and allow their cells to be entertained. Eight hours within the unit each day is a lengthy period of occupancy, but **Dr. Elias Giger** considers it to be a worthwhile use of his time.

A circular collar at the rear of the unit is positioned so that, when the upper section lowers into place, a tight fit between the two sections is created.



A form-fitting pillow is placed at the head of the unit for the comfort of the occupant.

3 Completion When the eight-hour cellular entertainment cycle is complete, the unit's lid section rises to allow the occupant to leave — and stretch their aching limbs.

The entire upper section of the cellular regeneration unit hinges upward to allow an occupant to enter or exit after their cells have been 'entertained.'

The cushioned interior is fitted to conform to the occupant's body, and features a gently raised section that elevates the knees of the occupant.

Cellular Regeneration and Entertainment Chamber

Building on the previous theories of **Dr. Bathkin**, based on **Andros 3**, Dr. Giger's goal is nothing short of creating immortality for all living beings. His unconventional studies into the causes of death lead to a hypothesis that death is nothing more than "the result of cellular boredom." Proposing that cells eventually tire of a constant cycle of metabolizing and dividing, from the inception of life onward, Dr. Giger's pronouncements are met with derision by recognized leaders in the field of genetics. This does not prevent him from further refining his equipment and theories, although it becomes extremely difficult for him to secure a permanent base in which to work unbothered by "the soulless minions of orthodoxy."

Amusement

In order to maintain a perpetually healthy body, Dr. Giger theorizes that every cell has to be energized daily through an eight hour exposure to **biogenic energy** on a **chromoelectric** wavelength. Constructing a device designed to house a humanoid occupant, Dr. Giger christens it his **cellular regeneration and entertainment chamber**, a stand-alone unit connected to a series of highly sensitive monitors and control systems, which enable the device to carry out its intended task. In order for the system to operate properly, however, Dr. Giger requires five liters of **anaerobic metabolite** suspended in a hydrosaline solution. This is eventually procured through the efforts of Jake Sisko and Ensign Nog. Its use within cellular regeneration is unclear, although the old **neodymium power cell** rescued from a **Cardassian phase coil inverter** is required as an integral part of the power system. Once the phase coil is introduced into one of two monitor stations linked to a series of wall banks,

the entire system activates with a series of pulsating green and blue lights. This activation releases highly charged poleric particles which can be detected through the bulkhead walls within the **Habitat Ring of Deep Space Nine**, and alert the **Dominion** representative Weyoun to Dr. Giger's work.

Construction

The chamber itself is constructed from a white, smooth plastic alloy which stands on its own supporting oval base. Consisting of an upper and lower section, the two halves of the chamber connect together to form a unit which completely seals the single occupant within the interior. The overall external length is approximately three meters, and the basic shape is oval, with a pronounced curve at the base. Standing around one meter in height, there are a series of black angled lines running along the curved sides and upper section and there is a slight gap where the two elements of the chamber connect. Once activated, the upper section of the chamber slides gently upwards from a pivot built into the curved foot of the unit, stopping at an angle of around 45 degrees, which allows the occupant to sit in the exposed interior. The occupant has to bend their legs and swivel around inside the unit; they are able to lie flat along the contoured interior support and stretch out their legs once they have cleared the narrow gap between the upper section and the base.

The interior of the chamber appears to be very brightly lit from a diffuse source built into the upper section, casting a glow on the occupant as they settle themselves into position within the smoothly walled, sterile-looking unit. The connecting edge of the upper cover has a recess which dovetails into a raised ridge running around the outside of the base, although it is unclear whether the seal has to be

Much of Dr. Giger's technical equipment does not appear to originate from technologies used within the Federation. Nevertheless, it all appears to be compatible with the power systems aboard station DEEP SPACE NINE.



The glow from Dr. Giger's numerous items of scientific equipment add to the lighting normally provided in guest quarters. Some of the devices also produce rather loud noises while they are in operation.

completely airtight once the upper and lower sections are joined.

The contoured support on which the occupant lies is around 10 centimeters thick and is made from a white padded material. The shape of the support produces a pronounced curve at the knees of the occupant, angling the lower leg and thighs rather than having them lie flat. The back of the chamber's occupant is angled at around 30 degrees to the rear of the chamber, with the upper shoulders and neck supported by a flat rectangular pillow.

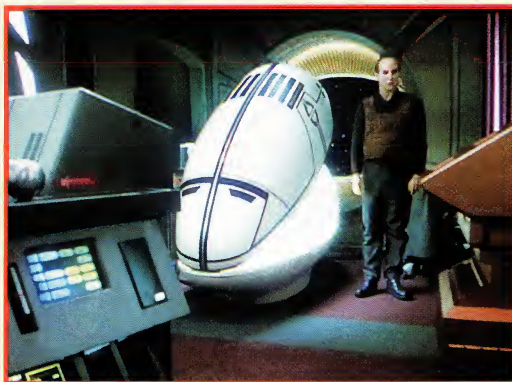
Keeping boredom at bay

The head of the unit is quite narrow, and has a circular collar on the outside of the chamber; the unit curves outward to approximately one meter at its widest point. Dr. Giger has attempted to construct the cellular regeneration and entertainment chamber around the comfort of its occupant, but even he has to admit that after the first five hours of

having uplifting and entertaining biogenic energy messages sent to the nucleus of every cell, it becomes a little boring.

The interior of the cellular regeneration unit does not appear to have any internal controls or opening mechanism, although the unit features some sort of device to open the sealed lid automatically. There are no transparent panels or windows within the unit, which makes the experience quite claustrophobic. Nevertheless, Dr. Giger insists the only way to prolong life is to regularly 'entertain' one's cells so that they never get bored, allowing an individual to stave off the aging process and never succumb to death. His work ultimately attracts the attention of the Dominion, who have long held an interest in genetic manipulation. While the kidnapping of Dr. Elias Giger by Dominion representative Weyoun appears to turn in the doctor's favor, the outcome of his work is unknown after his disappearance in 2373.

Dr. Giger's quarters on station DEEP SPACE NINE are outfitted with the array of scientific equipment he has used to develop his cellular regeneration unit. The familiar trappings of the living space, such as furniture and personal items, take second place to his scientific needs.



Dominion representative Weyoun visits DEEP SPACE NINE in 2373, and learns of Dr. Giger's cellular regeneration unit. The Vorta is immediately intrigued by the device, as he has a background in "creative genetics," and would be most interested in hearing the doctor's theories.



STAR TREK: Deep Space Nine

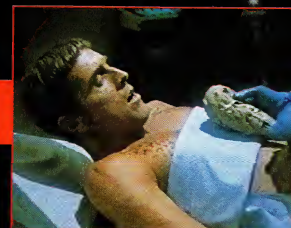
A-Z Episode Guide Part 5

'INVASIVE PROCEDURES'

FILE 70 CARD 22



A Trill initiate, **Verad**, arrives at *Deep Space Nine* with a band of outlaws. He takes control of the station and forces **Dr. Julian Bashir** to transfer the **Dax** symbiont into him. The operation is reversed when station personnel regain control.



'THE JEM'HADAR'

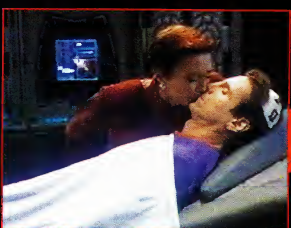
FILE 70 CARD 43

When **Commander Sisko** and **Quark** are captured by the **Jem'Hadar**, a female **Vorta** tricks them into thinking she is also a captive, rather than a **Dominion** spy.



'LET HE WHO IS WITHOUT SIN'

FILE 70 CARD 99



Jadzia Dax and **Worf** take a vacation on **Risa**, where Worf helps a group of **New Essentialists** to sabotage the planet's **weather control system**. When they go too far and tamper with tectonic controls, Worf comes to his senses and restores stability.

'LIFE SUPPORT'

FILE 70 CARD 54

Vedek Bareil arrives badly injured at *Deep Space Nine* for negotiations with the **Cardassians**. **Dr. Julian Bashir** prolongs his life long enough to help the talks.



'LITTLE GREEN MEN'

FILE 70 CARD 73



Quark, **Rom**, and **Nog** crashland at Roswell in 1947, where the United States military hold them captive suspecting they are Martians. Unknown to the **Ferengi**, **Chief of Security Odo** has come along for the ride, and helps them all to escape.

'LOOKING FOR PAR'MACH IN ALL THE WRONG PLACES'

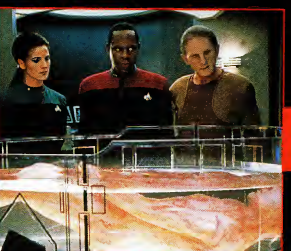
FILE 70 CARD 95

Commander Worf aids **Quark** to win back the affections of his former wife **Grilka**, but Worf also finds himself drawn to the woman and tries to impress her. Eventually the **Klingon** officer realizes that true love lies with **Jadzia Dax**.



'THE MAGNIFICENT FERENGI'

FILE 70 CARD 128



Quark leads a **Ferengi** team to **Empok Nor**, in a bid to rescue his mother from **Dominion** kidnappers by trading a **Vorta** prisoner. The Vorta is accidentally killed, but **Nog** uses **neural stimulators** to reanimate the corpse.

'A MAN ALONE'

FILE 70 CARD 2

Odo is accused of murdering an old adversary, **Ibudan**, but it turns out the **Bajoran** created a clone of himself and killed it, intending to frame Odo. Ibudan is eventually found in disguise on station *Deep Space Nine*, and Odo's name is cleared.



'THE MAQUIS', PART I

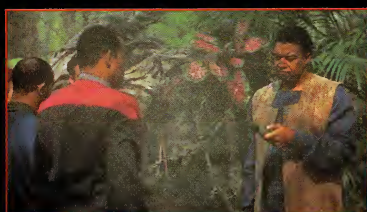
FILE 70 CARD 38

A **Cardassian freighter** explodes after leaving *Deep Space Nine*, and **Sisko** and **Dukat** follow a trail to a **Federation** colony in the **Demilitarized Zone**. Dukat is kidnapped by a **Maquis** group led by **Calvin Hudson**.





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'THE MAQUIS', PART II

FILE 70

CARD 38

After rescuing **Dukat**, *Deep Space Nine* personnel uncover a **Maquis** plan to attack a **Cardassian** weapons depot. **Commander Sisko** has to engage the Maquis in battle.



'MELORA'

FILE 70

CARD 24



Elaysian Melora Pazlar arrives on *Deep Space Nine*, where she finds it hard to adjust to the station's high gravity. **Dr. Julian Bashir** offers to treat her condition.

'MERIDIAN'

FILE 70

CARD 50

While exploring the **Gamma Quadrant**, the **U.S.S. Defiant NX-74205** crew stumble across an inhabited planet that only enjoys physical existence for 12 days in every 60 years.



'MOVE ALONG HOME'

FILE 70

CARD 9



Deep Space Nine personnel make **first contact** with the **Wadi**, who engage them in the elaborate game of **chula**.

'THE MUSE'

FILE 70

CARD 87

Onaya, a woman who feeds off others' creative energy, arrives at *Deep Space Nine*, while **Odo** and **Lwaxana Troi** get married.



'THE NAGUS'

FILE 70

CARD 10



Grand Nagus Zek fakes his death, having proclaimed **Quark** his successor, in order to test his own son's suitability for the role.

'NECESSARY EVIL'

FILE 70

CARD 26

When **Odo** investigates a five-year-old murder case that took place when *Deep Space Nine* was under **Cardassian** control, he uncovers new evidence of **Kira Nerys's** involvement.



'NOR THE BATTLE TO THE STRONG'

FILE 70

CARD 96



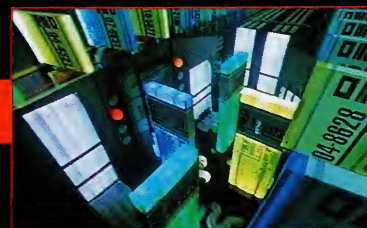
Jake Sisko is caught up in the midst of battle when he and **Dr. Julian Bashir** answer a distress call from **Ajilon Prime**.

'ONCE MORE UNTO THE BREACH'

FILE 70

CARD 151

Dahar Master Kor persuades **Worf** to help him serve in battle, and so gains a commission on the **I.K.S. Rotarran**.



'ONE LITTLE SHIP'

FILE 70

CARD 131



A **subspace** anomaly causes the **U.S.S. Rubicon NCC-72936** and its crew to miniaturize, while the **U.S.S. Defiant NX-74205** is taken over by the **Jem'Hadar**.

'OUR MAN BASHIR'

FILE 70

CARD 76

The sabotage of the **Runabout U.S.S. Orinoco NCC-72905** leads to a number of *Deep Space Nine* crew members becoming trapped in **Dr. Julian Bashir's** **holosuite** spy program. The station personnel find themselves caught up in the thrilling and dangerous world of 20th-century espionage.

Y continued

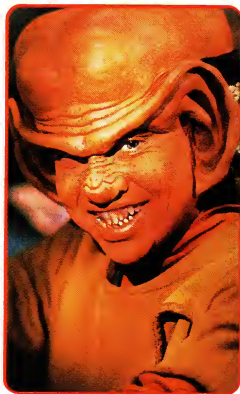
Yamato NCC-71807, U.S.S.

A *Galaxy*-class Federation starship. Captain Donald Varley and all hands were lost when an automatic *Iconian* probe contaminated the ship's computers in 2365 and accidentally destroyed the ship. (*Starship Log: 'Contagion'* [TNG]) **SEE FILES 31, 69**

yamok sauce

A *Cardassian* liquid food topping sold, not **replicated**, by the crate. **Quark** stocked up on thousands of wrappages of yamok sauce whenever he expected an influx of *Cardassians* on *Deep Space Nine*. (*Starship Log: 'Progress'* [DS9]) **SEE FILES 13, 70**

▶ **Nog** tried to make a profit by trading **Quark's yamok sauce** for stem bolts.



Yanar

A native of the planet **Altec** and daughter of its ruler, **Debin**. Yanar's pregnancy by **Benzan** of **Straleb**, her secret lover and betrothed, nearly toppled the **Coalition of Madena**. (*Starship Log: 'The Outrageous Okona'* [TNG]) **SEE FILES 18, 40, 69**

Yangs

A caucasian-type race who survived a bacteriological war on **Omega IV**. Their sacred symbols were virtually identical to the United States flag and constitution. The Yangs retook their lands from the **Kohms** in 2268. (*Starship Log: 'The Omega Glory'* [TOS]) **SEE FILES 5, 18, 68**

Yangtzee Kiang NCC-72453, U.S.S.

A *Starfleet Runabout*, *Danube* class. The craft was destroyed in a crash on a moon in the **Gamma Quadrant** which also claimed the life of **Kai Opaka**. (*Starship Log: 'Emissary'* [DS9]) **SEE FILES 30, 70**

Yan-Isleth

The leader of the **Klingon High Council's** personal security force. The name, in **Klingon**, means '**Brotherhood of the Sword**.' The Yan-Isleth guard **Gowron** around the clock. (*Starship Log: 'Apocalypse Rising'* [DS9]) **SEE FILES 11, 70**



Yar, Ishara

A native of the **Turkana IV** colony, born in 2342. After being orphaned, Ishara was raised by her older sister **Natasha Yar**. As an adult, Ishara became a member of the **Coalition** cadre, fighting to control the colony. (*Starship Log: 'Legacy'* [TNG]) **SEE FILES 7, 43, 69**

▶ **Ishara Yar** thought her sister **Natasha Yar** was a coward for leaving the troubled planet **Turkana IV**.



▶ Before becoming chief of security, serving alongside **Worf** aboard the **U.S.S. ENTERPRISE NCC-1701-D**, **Natasha Yar** had a troubled past; she was orphaned on **Turkana IV** at the age of five.

Yar, Natasha

A **Turkana IV** colony survivor who joined **Starfleet**, eventually becoming security chief for the **U.S.S. Enterprise NCC-1701-D**, on **Captain Jean-Luc Picard's** recommendation. Yar's life and career were cut short by **Armus** in 2364, on **Vagra II**. (*Starship Log: 'Encounter at Farpoint', Part I* [TNG]) **SEE FILES 43, 69**

Yar, Natasha (alternate)

In an alternate timeline, Yar was not killed on **Vagra II**. She traveled back in time to join the **U.S.S. Enterprise NCC-1701-C**,



where she was captured by **Romulans**, and gave birth to a daughter, **Sela**, who became a member of the **Romulan** hierarchy. (*Starship Log: 'Yesterday's Enterprise'* [TNG]) **SEE FILES 5, 43, 49, 69**

▶ When **Picard's** crew entered an alternate reality, **Guinan** was the only person aware of it. She was surprised to see that **Natasha Yar** was still alive.

Yareena

A rich native of **Ligon II** and wife of reigning leader, **Lutan**. To escape her loveless marriage yet retain her riches, Yareena allowed herself to be killed by **Natasha Yar**, then revived. (*Starship Log: 'Code of Honor'* [TNG]) **SEE FILES 18, 69**

Yareth

A **Rakhari** girl sentenced to death for her father's crimes, Yareth escaped execution by hiding in stasis on a **Chamra Vortex** asteroid. She and her father, **Croden**, found passage with **Vulcans** in 2369. (*Starship Log: 'Vortex'* [DS9]) **SEE FILES 18, 70**

Yarim Fel syndrome

A fatal *Cardassian* disease. Suggested treatments include **Hexadrin** therapy and immune system regeneration. At the end, the patient receives **triptacedrin** for the pain. **Tekeny Ghemor** died of Yarim Fel syndrome in 2373. (*Starship Log: 'Ties of Blood and Water'* [DS9]) **SEE FILES 49, 70**

Yarka

A **Bajoran** man who was certain, in 2371, that **Trakor's Third Prophecy** was coming true and the **Bajoran wormhole** would collapse. The former **vedek** was alone in his fears. (*Starship Log: 'Destiny'* [DS9]) **SEE FILES 10, 70**

Yamato NCC-71807, U.S.S.
yamok sauce
Yanar
Yangs
Yangtzee Kiang NCC-72453, U.S.S.
Yan-Isleth
Yar, Ishara
Yar, Natasha
Yar, Natasha [alternate]
Yareena
Yareth
Yarim Fel syndrome
Yarka
Yarnek
Yaro Province
Yash-Ei
Yassim, Vedek
Yates, Captain Kasidy Danielle
Yatthe
Yeager loop
Yeager NCC-61947, U.S.S.
Yedrin
"Yej rhin!"
yelg melon
Yelgrun
Yellow Alert
Yellowstone NCC-70073, U.S.S.
Yellowstone NX-74751, U.S.S.



▶ **Yareena** went into combat with **Tasha Yar**, but faked her death. Had **Yareena** been killed, her husband **Lutan** would have inherited her immense wealth.



▶ **Yarka** believed a scientific project being conducted on **DEEP SPACE NINE** would spell doom, as it fulfilled an ancient prophecy.





Yarne

An **Excalbian** who, in 2269, designed and populated a tableau of good versus evil so that his people could observe the two sides at war and learn which is stronger. (*Starship Log: 'The Savage Curtain'* [TOS]) **SEE FILE 68**

Yaro Province

An area on the **Delta Quadrant** world **Ilari** where the planet leaders govern. Even though **Demmas** had pushed **Tieran** out of Yaro Province, Tieran still had many supporters there. (*Starship Log: 'Warlord'* [VOY]) **SEE FILES 18, 71**

Yash-Ei

An ancient culture studied in **Professor Richard Galen's** archeology classes. **Jean-Luc Picard** failed to recognize "Dream not of today" as a Yash-Ei night blessing when it appeared on the final exam. (*Starship Log: 'The Chase'* [TNG]) **SEE FILES 6, 69**

Yassim, Vedek

A **Bajoran** holy woman who believed the 2374 alliance with the **Dominion** was wrong and should be opposed. Yassim hanged herself from **Deep Space Nine's** Promenade to dramatically urge other Bajorans to resist the pact. (*Starship Log: 'Rocks and Shoals'* [DS9]) **SEE FILE 70**

Yates, Captain Kasidy Danielle

The civilian freighter captain who met future husband **Benjamin Sisko** in 2371, during a stopover at station **Deep Space Nine**. Yates and Sisko's relationship weathered Yates's six months in prison and the **Federation/Dominion war**. In



2375, Yates became pregnant by Sisko and, despite warnings from the **Prophets**, married him. (*Starship Log: 'Family Business'* [DS9]) **SEE FILES 44, 70**

◀ **Kasidy Yates married Benjamin Sisko in 2375, in a quiet ceremony aboard DEEP SPACE NINE.**

Yattho

This civilization in the **Beta Quadrant** has a documented ability to foretell the future. Their abilities are part of an **Emergency Medical Hologram's** database. (*Starship Log: 'Before and After'* [VOY]) **SEE FILE 71**

Yeager loop

A spectacular maneuver involving five small spacecraft adapted from Chuck Yeager's famous fighter plane move involving a steep climb and a backward flip. The illegal **Kolvoord Starburst** begins in a similar fashion. (*Starship Log: 'The First Duty'* [TNG]) **SEE FILE 69**

Yeager NCC-61947, U.S.S.

A **Saber-class Federation** starship. The *Yeager*, which fought against the **Borg** in 2373, was named for test pilot Chuck Yeager, the first human to break the sound barrier. (*Starship Log: Star Trek: First Contact*) **SEE FILES 31, 79**

Yedrin

The **Trill** 'descendant' of **Jadzia Dax**, leader of the **Gaia** settlement, and host to the **Dax** symbiont. Yedrin initially tried to manipulate the **U.S.S. Defiant NX-74205** crew into repeating an accident that marooned them in an alternate timeline, then apparently ensured the crew's safety at the expense of Gaia's own existence. (*Starship Log: 'Children of Time'* [DS9]) **SEE FILES 18, 70**

"Yej rhin!"

A **Klingon** phrase. At the end of a **Klingon High Council** meeting, the presiding member says 'Yej rhin!' to declare the gathering adjourned. (*Starship Log: 'The House of Quark'* [DS9]) **SEE FILE 70**



▶ **When Quark was forced to stand before the Klingon High Council, he was told "Yej rhin" when the meeting was adjourned.**

yelg melon

A succulent type of fruit cultivated, in an unrealized timeline, on **Gaia**. Farmers used one square **kerripate** of land to



produce a single melon. (*Starship Log: 'Children of Time'* [DS9]) **SEE FILES 18, 70**

◀ **In an alternate timeline, the people of Gaia lived in a rural community, and grew fruits such as the succulent yelg melon.**

Yelgrun

A **Vorta** representative who expected to conduct a hostage exchange at **Empok Nor**. Yelgrun did not realize, until too late, that the Vorta he expected to collect was no longer alive. (*Starship Log: 'The Magnificent Ferengi'* [DS9]) **SEE FILES 58, 70**

▶ **Yelgrun exchanged his hostage, Quark's mother, for a Vorta which a Ferengi-led team held captive. The Vorta was killed before the exchange, but Nog managed to reanimate the corpse with neural stimulators. Yelgrun fell for the ruse, and ended up a captive himself.**



Yellow Alert

Yellow Alert status on a **Federation** ship means a potential danger exists. Additional personnel report for duty to prepare for battle, emergency repairs to ship and crew, and possible evacuation. (*Starship Log: 'Encounter at Farpoint'* [TNG]; 'Emissary' [DS9]; 'The Cloud' [VOY]) **SEE FILES 19, 68, 69, 70, 71**

Yellowstone NCC-70073, U.S.S.

A **Sequoia-class Federation** starship. It was used to transport **Ensign Melora Pazlar** to **Deep Space Nine** in 2370. (*Starship Log: 'Melora'* [DS9]) **SEE FILE 70**

Yellowstone NX-74751, U.S.S.

An experimental **Starfleet Runabout** that existed in a parallel reality. The *Yellowstone* was created by that reality's **Harry Kim** and **Lt. Laska**; **tetryon plasma** was used in the vessel's **warp nacelles**. (*Starship Log: 'Non Sequitur'* [VOY]) **SEE FILE 71**

Y continued

Yeln A **Bajoran** who confirmed sharing a **Cardassian** prison cell, at **Elmspur Detention Center**, with **Kira Nerys** during the occupation. Yeln was later exposed as an **Obsidian Order** operative. (*Starship Log*: 'Second Skin' [DS9]) **SEE FILE 70**

Yeto An impulsive young **Klingon** freelance warrior hired by **Verad**, a **Trill**, to rob **Jadzia Dax** of her symbiont in 2370. Yeto had to be kept in close check by his mentor **T'Kar**. (*Starship Log*: 'Invasive Procedures' [DS9]) **SEE FILE 70**



Yeto was part of Verad's team of warriors, who seized control of DEEP SPACE NINE so that Verad could steal Jadzia Dax's symbiont.

Yigrish cream pie A dessert that **Garak** liked. Yigrish cream pie was part of **Deep Space Nine's Replimat** menu. (*Starship Log*: 'Distant Voices' [DS9]) **SEE FILE 70**



Garak often enjoyed the dishes available at the Replimat, in the company of his friend Dr. Julian Bashir. One desert he liked to indulge in was Yigrish cream pie.

"yih-Ghom-HAH" A **Klingon** military command meaning, "dismissed." **Worf** used "yih-Ghom-HAH" to let a handful of callow warriors know that **General Martok's** welcome speech had concluded and they were free to go. (*Starship Log*: 'Sons and Daughters' [DS9]) **SEE FILE 70**

Yint An alien male caught cheating **Liam Bilby** in a 2374 deal on **Farius Prime**, involving **Klingon** disruptor rifles delivered without their **induction coils**. Yint was murdered by Bilby with a repaired rifle. (*Starship Log*: 'Honor Among Thieves' [DS9]) **SEE FILE 70**

"ylntagh" A **Klingon** curse word and insult. Young **Toral**, the illegitimate son of **Duras**, called **Gowron** a "ylntagh" in 2368, after Gowron suggested Toral's maternal lineage was less than honorable. (*Starship Log*: 'Redemption,' Part I [TNG]) **SEE FILES 11, 69**

Yiri, General The **Trelonian** government leader who was persuaded by circumstantial evidence to execute his brother as a traitor. This decision was debated by **Julian Bashir** and **Garak**. (*Starship Log*: 'Profit and Loss' [DS9]) **SEE FILE 70**



The U.S.S. ENTERPRISE NCC-1701 encountered the YONADA spaceship, and the advanced Fabrini civilization, on Stardate 5476.

Yndar, Deputy A member of **Odo's Deep Space Nine** security force. Deputy Yndar was recommended by Odo for an undercover mission to **Ty'Gokor** in 2373. **Sisko** vetoed Yndar and took Odo instead. (*Starship Log*: 'Apocalypse Rising' [DS9]) **SEE FILE 70**

Yog A **Yridian** freighter captain who bought stolen **magnesite ore** from the **Duras sisters**. The **U.S.S. Enterprise NCC-1701-D** caught Yog in the **Ufandi** system and used the magnesite in his hold to discover the **Duras sisters** in a cloaked ship. (*Starship Log*: 'Firstborn' [TNG]) **SEE FILE 69**

Yolja River Scenic **Bajoran** waterway in the **Kendra Province**. **Benjamin Sisko** bought 12 **hecapates** of land south of the Yolja River for his retirement dream house. (*Starship Log*: 'Penumbra' [DS9]) **SEE FILE 70**

yominium sulfide The answer to one of the questions covered during **Spock's** mental restoration in 2286. He recognized the molecular formula for this compound. (*Starship Log*: **Star Trek IV: The Voyage Home**) **SEE FILE 75**

Yonada A sub-warp spacecraft. Its exterior resembled an asteroid and the interior a world. **Fabrini** descendants lived in Yonada during the 10000-year journey to a new world that ended in 2369. (*Starship Log*: 'For the World is Hollow and I Have Touched the Sky' [TOS]) **SEE FILES 18, 40, 58, 68**

"Yop im too, yoba. Yop sko ta yop ma" In the **Ferengi** language, these two sentences translate, "I'm sorry, brother. I did the best I could." **Rom** used it with **Quark** after an accident sent them to 1940's Earth. (*Starship Log*: 'Little Green Men' [DS9]) **SEE FILE 70**

Yorkshire class A type of **Starfleet** vessel, of which the **U.S.S. Denver NCC-54927** is one, that is used primarily as a transport ship. The normal crew size is 23, yet it can carry hundreds of people or tons of cargo. (*Starship Log*: 'Ethics' [TNG]) **SEE FILES 31, 69**

Yorktown, U.S.S. In 2293, **Tuvok's** father was assigned to this **Federation** vessel. (*Starship Log*: 'Flashback' [VOY]) **SEE FILES 31, 71**

Yeln
Yeto
Yigrish cream pie
"yih-Ghom-HAH"
Yint
"ylntagh"
Yiri, General
Yndar, Deputy
Yog
Yolja River
yominium sulfide
Yonada
"Yop im too, yoba. Yop sko ta yop ma."
Yorkshire class
Yorktown, U.S.S.
Yorktown NCC-1717, U.S.S.
Yorktown NCC-61137, U.S.S.
Yoruba Mask
Yosemite NCC-13002, U.S.S.
Yoshi
Yoshimitsu computer
Yost, Supervisor
Young
Yranac
Yridians
Yridian brandy
Yridian freighter
Yridian tea
Yridian yak
yridium bicantizine
Yuen
Yukon NCC-74602, U.S.S.
Yuta
Yutan



Yog had some shady dealings with the Duras sisters in 2370.



In the absence of universal translators, the Ferengi's Earth captors could make no sense of Rom saying "Yop im too, yoba. Yop sko ta yop ma."




Yorktown NCC-1717, U.S.S. A *Constitution*-class starship, such as the *U.S.S. Enterprise NCC-1701*. It was still in service in 2286. (*Starship Log*: 'Obsession' [TOS]) **SEE FILES 31, 68**

Yorktown NCC-61137, U.S.S. A starship that existed in *Q's* anti-time future. This *Zodiac*-class vehicle helped look for temporal anomalies to prove **Captain Jean-Luc Picard's** story. (*Starship Log*: 'All Good Things ...' [TNG]) **SEE FILES 31, 69**

Yoruba mask A 2000-year-old artifact from Africa, on Earth. It was part of **Benjamin Sisko's** collection of antiquities. (*Starship Log*: 'The Search', Part I [DS9]) **SEE FILE 43, 70**

Yosemite NCC-19002, U.S.S. An *Oberth*-class **Federation** ship. This scientific starship was crippled while investigating a **plasma streamer** bridging a binary star pair in the **Igo sector**. (*Starship Log*: 'Realm of Fear' [TNG]) **SEE FILES 31, 69**

 **The U.S.S. YOSEMITE NCC-19002 was damaged during the transport of plasma samples in 2369. Quasi-energy microbes were responsible for the explosion, killing some of the crew.**




Yoshi **SEE O'Brien, Kirayoshi**

Yoshimitsu computer A brand name data storage and retrieval system available in 2123. The *S.S. Mariposa* carried 225 Yoshimitsu units, according to its manifest, when the ship and colonists departed for the **Ficus sector**. (*Starship Log*: 'Up the Long Ladder' [TNG]) **SEE FILES 18, 69**

Yost, Supervisor The commander of a **Delta Quadrant** starship and leader of **Renovation Team Nova**. Yost was not concerned that his timetable for sealing a **spatial sinkhole** endangered the rescue of **Tuvok** and **Paris**. (*Starship Log*: 'Gravity' [VOY]) **SEE FILE 71**




 **When Tuvok and Tom Paris were stuck in a spatial sinkhole in 2375, Supervisor Yost preferred to continue his efforts to seal the anomaly, rather than save the two officers' lives.**

Young A member of **Species 8472**, training on their **Starfleet Headquarters Terrasphere 8**. Young and **Raskin** were assigned posts in orbital flight control, monitoring any vessels that arrived from the **Bolian sector**. (*Starship Log*: 'In The Flesh' [VOY]) **SEE FILES 18, 71**

Yranac A shady **Yridian** entrepreneur who was patronizing a watering hole on **Dessica II** at the time **Picard** was apparently vaporized with **phaser** fire. Yranac's testimony seemed to prove **Picard** was dead. (*Starship Log*: 'Gambit', Part I [TNG]) **SEE FILE 69**

Yridians A warp-capable species regarded as information brokers. They often worked with **Cardassians**, but not always. **Jaglom Shrek**, a Yridian, wanted to sell **Worf** information about his father's whereabouts. (*Starship Log*: 'Birthright' [TNG]; 'The Maquis', Part I [DS9]; 'Faces' [VOY]) **SEE FILES 69, 70, 71**



 **The Yridian Jaglom Shrek sold Worf information about Mogh, telling the Klingon that his father had survived the Khitomer massacre 25 years before.**

Yridian brandy A potent alcoholic drink. **Worf** shared a bottle of Yridian brandy with **Kor** in 2372. (*Starship Log*: 'The Sword of Kahless' [DS9]) **SEE FILE 70**

Yridian freighter A cargo vessel. In 2370, **Yog** took a shipment of **magnesite ore** from the **Duras sisters** onto his freighter. (*Starship Log*: 'Firstborn' [TNG]) **SEE FILE 69**

Yridian tea A beverage which **Deanna Troi** enjoyed. (*Starship Log*: 'Eye of the Beholder' [TNG]) **SEE FILE 69**

Yridian yak An enormous grazing animal found on the Yridian homeworld. (*Starship Log*: 'Accession' [DS9]) **SEE FILE 70**

Yridium bicantizine A key, and rare, ingredient in the **ketracel white** potion. A trinucleic fungus that could be made into yridium bicantizine was found on a planet in the **Alpha Quadrant's Kabrel system**. (*Starship Log*: 'Statistical Probabilities' [DS9]) **SEE FILE 70**

Yuen A **Maquis** fighter to whom **Michael Eddington** called out a few minutes before dying at the hands of the **Jem'Hadar**, while defending a Maquis settlement. (*Starship Log*: 'Blaze of Glory' [DS9]) **SEE FILE 70**

Yukon NCC-74602, U.S.S. A *Danube*-class **Runabout**, in use at **Deep Space Nine** from 2372 to 2373. The *Yukon* was stolen by the **Bashir** Changeling and destroyed by the *U.S.S. Defiant NX-74205*. (*Starship Log*: 'By Inferno's Light' [DS9]) **SEE FILES 27, 31, 70**

Yuta An attractive **Acamarian** woman from the **Tralesta** clan who was **Sovereign Marouk's** chef in 2286. Yuta's century of murdering rival clansmen was halted only when **Riker** killed her. (*Starship Log*: 'The Vengeance Factor' [TNG]) **SEE FILES 58, 69**

 **Yuta was the last surviving member of the Acamarian Tralesta clan, who had been wiped out by the Lornak clan.**



Yutan One of the blonde-haired **hill people** on **Tyree's** planet. As a member of Tyree's tribe, Yutan was instructed on the use of the flintlock rifle in 2268. (*Starship Log*: 'A Private Little War' [TOS]) **SEE FILES 18, 68**